

## **Csci 447: Immersive Media**

### **[Computer & Information Science](#)**

This course explores the applications, methods, and technologies for the realization of immersive virtual environments. Students will develop virtual reality applications, immersive virtual worlds, and interactive media. Topics include virtual reality, augmented reality, 3D content authoring, motion tracking, and current trends in immersive media.

3 Credits

### **Prerequisites**

- Engineering students only.
- Pre-Requisite: 24 Earned Hours
- Prerequisite: Csci 211 or CIS 211 or Csci 343 or Csci 356 or CIS 356

### **Cross-listed Courses**

- [CIS 447: Immersive Media](#)

### **Instruction Type(s)**

- Lecture: Lecture for Csci 447

### **Subject Areas**

- [Computer Science](#)

